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MAY 1985

95p No.9

HARDWARE

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Y64 MENU

HARDWARE

43

Joystick Jury

It's a stick-up! Top ten joysticks reviewed inside ...

Terrisa Maughan, Craig Rowstrom and Martin McGuinness



GAMES!

20

Y64 Chart Challenge We dare you to beat our high scores! Check it out ...

24

Action Replay Five pages of arcade thrills and spills as all the latest 64 games software comes under the micro-scope. Pete Connor and Steve Malone



READER'S OFFERS

14

Y64 MegaBasis Treat your 64 to 50 extra commands in this sensational exclusive offer to all Y64 readers!

22

Soft Ware Be first in the queue to save £1 off all the latest and greatest 64 games software. Go for it!

MEGAGAMES



25

International Basketball Get on the ball with a sneak preview of Commodore's newest sporting game. Jimmy Egerton and Penny Page

31

Impossible Mission Superb graphics and sound make this an easy contender for the 'Game of the Year'. Need we say more? Find out inside ... Steve Cooke and Steve Broadhurst

39

FRAX Vs. BC's Quest

Prehistoric games programs battle it out. Be there ... Steve Malone and Sue Decham



COMPETITIONS

Microsoft Compo ... 48
Win a £10 cheque for £1,000 with Microsoft's Games Creation

30 PROGRAMMER OF THE YEAR

Great prizes to be won ... See these pages fast!

PROGRAMMING

Scratchpad ... 27
Peeled in basic routines with programming guru, Justin Doyle

OPEN ACCESS

News ... 3
Hardware or software ... if it's new, you'll see it here first!

Hotline Adventures ... 5
Having problems? Get in touch with the Y64 Adventure Helpies.

Screenplay ... 6
Arcade hot takes on Beyond's Josh ... and beats it!

Compost/Cover ... 10
Up to the minute times of all that's happening on Compost.

CORE MATERIAL

Reviews ... 16
The perks of the Y64postbag ... it's online. Write on!

Classified Info ... 62
Mix-and-mash, make some friends ... and it's all for free.

Subscriptions ... 46
Back Issues ... 46

Games Photography by
Michael Whitton-Smith



01-631 1433

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01-636 3513

Y64 HELP LINE
Martin McGuinness
(Y64 helpline enquiries between 10am-1pm and 2-5pm, Tuesdays and Thursdays only)
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PAGE 50

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OPEN ACCESS

If you're in the market for a chess game with a difference, the follow-up to Daley Thompson's Decathlon or a hardware gadget to make loading more efficient — as well as our usual foray into the world of arcade high scores, Computer and adventures — then read on ...

Broad Street Or Busk?

You've heard the soundtrack, read the book, avoided the film... now play the game! Following the release of Ghostbusters: Advice, Argus Press Software has hit the magic movie trend with its touch-of-drive-ty Regency To Broad Street.

Designed by Mind Games, it even has the approval of Paul McCartney — which must be a bit of a perk! In the game you get the chance to take the part of the maestro himself (McCartney's bit) and your first move is to locate the various members of the band who are scattered around London. You must also collect the 10 lost chords from the missing master tape of *Be More Lonely Nights* — and all by midnight! Feature to complete this essential task will condemn you to join the aging rock stars busking outside Leicester Square tube station.

The game comes



A hard day's night in Broad Street? Yeah, yeah, yeah!

complete with a map of London and biographies of the characters — plus colour pictures of Paul, Linda and Ringo. Available on cassette, *Don't My Regency To*

Broad Street will set you back £7.99. Those parking at the beach can give Peter Holmes a ring on 01-439-0868 for further illuminating details.

Unzip An Interface

Castle Associates of Scarborough is proclaiming the release of *Castle 64* interface. The Banana (R) interface was designed with the co-operation of active staff, design and technology teachers' specificity for teaching control.

The Banana is zipped up inside heavy-duty metal casing and comes

with a fully comprehensive instruction booklet that offers a goodly selection of introductory programs and experiments. Practical features include eight independent outputs, driving relays and eight +12-volt logic signals for controlling DC motors, stepper motors and other devices. There's also an anti-panic circuit... hi! (Speak or Flurp! Stop and all the functions

become imperative. The company says a full range of specific experiment hardware and software will also be available. The Banana, available direct from the manufacturers, comes with a full one year's warranty.

'You want to know more? Then, phone Peter (aka) or Peter (briar) (technical queries only) on 07523 584262.

See only up ... get yourself a Banana interface.



"I'm From Your 64 ..."

Here at 1984 we've had a number of complaints that our magazine's name has been taken in style — but remember, readers ring up manufacturers trying to bug software! Hardware run the definite

risk of being prosecuted. Most get caught (whether now we find out in the first place), so don't feel tempted. And to the industry — if you're not sure you're taking to a true representative of 1984, phone back on 01-631 1453... you know it makes sense!

Bewitched!

From the company that brought you *The Evil Dead* comes another one with the same title... *Cauldron*, priced at £7.99.

In the game, you get to play a witch, dishing out doom on *Defender* style (its called all the ingredients you need to mix up the magic potion you'll need to defeat the 'evil pumpkin' and win the

'golden totemade' award. Of course, there's the usual sprinkling of 'voodoo', such as ghosts, bats, seagulls and sharks that get in your way just as you think you're getting somewhere!

If you can't wait for our printer's test month's Action Replay, check it out for yourself at Palace Software's pad in Oxford Street or ring 01-278 0251.



Bewitched goes in in Palace Software's Cauldron.

'Net A Celebrity

Microsoft 680 has launched *Celebrity Chatline*, a new interactive service that's aimed at micro-users. The first programme was scheduled the 20th of March.

Live programmes will go on out on a regular weekly basis between 7-10pm. The plan is for David Dabaly (Microsoft's Editor) to travel to the homes of selected 'celebrities'... where Microsoft subscribers will then be able to electronically inquire their questions. David, of course, will be replying the celebrity's response. The live and pulsating

conversation that results will be published chronologically for all micro-subscribers to see.

Microsoft will soon be publishing a list of forthcoming celebrity fodder for interview on the database — to give users time to prepare their most difficult questions. First in line for the shopping block is Michael Jackson, producer of Channel Four's computer programme *Computer Stuff*. Microsoft invites you to 'dial in at 1pm for a slice of microcomputing history'.

More details from Claire Walker on 01-741 3379, or the Pressat Mailbox — 01741 3379.

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your 64 ADVENTURE HELPLINE

For those of you who didn't manage to grab hold of last month's issue (Shame on you, Ed.), what we're trying to do here is set up a 'helpline' service for readers whose main passion in life is getting the better of adventure games.

We've all experienced the frustrations of spending out a fortune on an adventure program, only to find that after negotiating the first few locations, the game starts nothing in. Of course, the manufacturers of the game will be happy to give you the code that is giving them a headache if you're stuck on it... but why let it stop there?

If you're experiencing a particular difficulty in an adventure, why not let your fellow Y64ers in on the secret... you never know, they might be able to help you at some stage! After all, it's only a matter of time before the rest of the Y64 — the Y64 Adventure Helpline can also be made to work for you if you're having a dilemma. Just write and tell us the mess you've managed to get into, along with your phone number or address, and someone who has already solved that hassle will be able to put you out of your misery.

and you could make a friend out of the bargain!

All you have to do is make full use of the Y64 Adventure Helpline is to fill in the coupon for a photocopy of yourself and post it off. Of course, if you're an adventure fanatic itself, write and tell us your hints 'n' tips and, if they're published, we'll send you one of the latest adventure packages for the 64.

And, breaking all deadline records, we've already had a couple of keen adventure enthusiasts on the phone offering their services: Pwin Kingdom Valley, Dorken Manor, South Hants, 14 Ridgeway Close, Colchester. Tel: (0206) 841185.

Heroes of Ram, Catercoms, Zim Zim, Elm, Steven Sykes, 28 Farnstone Close, Mill Lane, Hastings TN35 5EZ. Tel: (0434) 448890.

So, if you're having problems with these titles, get in touch. (Unfortunately, adventures should write to Y64 Adventure Helpline, Four 64, 14 Raitborne Place, London W1P 1DE. Look forward to hearing from you!

Elementary My Dear Melbourne!

Shenlock from Melbourne House has just been contacted by super sleuths Paul and David Cunningham from Interport, Northumbria. The boys, aged 17 and 18, took three months to complete the adventure and reckoned Shenlock was even more complicated than The Hobbit!

Alfred Milson, Managing Director of Melbourne, was very impressed by the achievement (as well he should be!) and proceeded to invite Paul and David to the hallowed halls of Melbourne House. They were also treated to lunch at the Shenlock Holmes



For two Shenlock wannabes desperately looking for the missing corpse...

restaurant — which, among the commodities, incorporates a museum devoted to the Conan Doyle character.

However, the brothers have only solved the mystery on the Spectrum; they've got to work their way through the CBM 64 version. So, here is a

challenge to all you Y64 readers — how about trying to solve the adventure before Paul and David, to thus become the Commodore super sleuths of 1989?

Further snippets of information can be gleaned from Melbourne House, on 01-440 0864.

Where's Bongo?

Bringing in to the British market through US Gold comes Sega's Congo Bongo.

It's a game where the intrepid player takes on the role of a hunter in a jungle safari, and the objective is to capture the mischievous gorilla.

Congo Bongo, that climbing jungle mountain, dodging crocodiles and steering clear of hordes of hostile monkeys can quickly make you wish you'd stayed at home — it's no place for the faint of heart!

Congo Bongo is a two-screen game for one or two players and you can

hack your way through the undergrowth with either joystick or keyboard. Order it over the jungle telegraph on cassette and disk at £9.95 and £12.95 respectively. If you prefer more modern means of communication, phone US Gold on 021-359 3020.

That Man Daley Again

Ocean has announced a follow-up to Daley Thompson's *Decathlon* for the 64. *Whitened Daley Thompson's Super Feet* features ten of Daley's other favourite Olympic events — including cycling, swimming, canoeing and clay-pigeon shooting. Sports enthusiasts can compete against Britain's mega-superstar and challenge his sporting ability via the joystick... and you'd better have plenty of 'soles standing by'!

Daley Thompson's *Super Feet*, released on cassette, will retail at £9.95. Ocean also promises that all royalties will go to the British Athletics Board — which should give them a good run for their money (Thank you and good night! Ed.).



Re-align your tape heads — with Interceptor Micro.

Getting A Head!

If you're fed up with not being able to load all your software first time, maybe Interceptor Micro's Head came up with the answer. The Automatic Head

Alignment Tape is designed to allow 64 users to re-align the tape on your cassette machine with the minimum of hassle. Of course, for the less technically-minded,

there is an instruction manual, as well as a special screwdriver and pointers. And, just to show you that the company means business, it's included a limited test game — called *Dalek City* — to prove to yourself that you can load games efficiently.

The whole package comes complete for £8.99. Make your enquiries on (0755) 621145.

Y64 ADVENTURE HELPLINE

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at:

Here's my problem/solution/s!

(Delete as applicable)

Name _____

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And I'll be there from

(day/year)

Complete this coupon (or a photocopy of same) and send it off to Y64 Adventure Helpline, Four 64, 14 Raitborne Place, London W1P 1DE.

ARCADE ACE

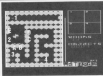
Our resident joystick junkie is back with more hints and tips for arcade aficionados.

This month, I'm going to be devising my entire column to beyond's Aniki — a game that seems to be causing all sorts of problems, at least judging from the letters I've received. I won't spoil the fun by giving you the complete solution, but you'll find enough hints here to get a bit further than I did in the last few days!

The first thing you've got to spot out in the joystick control — the four buttons and directional joystick can be used to stop you dead, to stall or to attack from above. But, to complete Aniki, you've got to gather the four musical triangles scattered around the screens. The first of these can be found in the two 'numbered' rooms; these are sited to the south of the starting screen and are made up of musical symbols, zero to nine. The trick is to visit each room in order, firing at the blue and white patterns to gain access to the next room. Once you've visited the ninth room, zip back to room one, pick up the triangular piece and stage it for the musical triangle room zero. Got that?

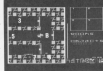
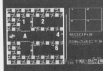
Take a look at the individual screenshots for detailed hints on finding your way around some of the more difficult locations.

Well, my joystick's calling to me...! But, remember, if there's an arcade screen you're having problems with, or you just want to share some hints and tips with your fellow IBM readers, write to **Arcade Ace**, P.O. Box 64, 14 Rasthorne Place, London W1P 3DB.



Try and imagine the whole screen as a monitor (1), keyboard (2), an unguided missile robot (3) and the enemy (4) — and your mission is to destroy the enemy. Think you've got to press the white keys in the following

order: C, B, C, A, C, B, B, D, D, D, B, C, B, D; now press the 'E' key and the robot will move around to destroy the enemy. Once destroyed, the door that was locked on the previous screen will now be open.



These two rooms are tricky — and you'll need to take them together if you're going to get through to the next room. First off, go to the top-right of the two screens, fire at 8, and move on to 3 and press 6. Go left to A, fire at 4 and zip upwards

as quickly as possible. Now press 2, move to 6, fire at 1 and 1, and change screens. Open the top-left door and fire at 1, and then fire at 6. Now change screens again, and you'll find the door's open to the next room. Breathe easy!

Cresta Incentive

Incentive Software has bought the exclusive rights to Moon Cresta from Nintendo's Office for Fun. This little action-game will be released for the Commodore 64 by the time you're reading this.

The game is considered a classic shoot-'em-up of its kind, and features include

stage clearing and multiple firepower. As an avid Moon Cresta arcade machine is the prize offered by Incentive for the first person to obtain a score of 30,000 points or more. CW, you sit... up and at 'em!

Moon Cresta costs £15.95 and you'll find it at all leading stockists. Incentive Software is on (0734) 58 1575.



Score more than 30,000 on Moon Cresta...and win the real thing!

For The Record

Binatron has just launched a purpose-designed data recorder for the Commodore 64 and VIC 20 at a price of £34.95. The device offers optimized load/save circuitry, cue/rewind facility and an adjustable tape counter for program

monitoring. The Binatron model B1 6550 is plug-compatible with the 64 and VIC and features a power button, front-loading format and uses any standard audio cassette as a storage medium.

Get up Binatron on 01-800 6211 8002, should you require further enlightenment.



The Binatron 'Word-Header' — an essential item for £34.95.

One Over The Eight

Action Replay has just launched its eight new games so speedily displayed at the recent LEF show.

For new release watchers everywhere, there are: *Wilder Of The Lamp*, *Neo-Dimension*, *Race For Rent*, and *Great A Mountain From Country Race* — all released on cassette or disk at £15.95 and £19.95 respectively. Plus there's *Plasterboy* (see Action Replay this issue), *Action Replay* this month, and *Minifighter* and *The Tower Defence*.



If you're into program writing....

Get this into an envelope

If the programs you are writing involve sophisticated graphics, you have two choices, a severe headache or Touchmaster.

Obviously you'll want to consider the latter, so in the mean time send away for your free Touchmaster literature and find out more about the best value/performance graphics tablet available.... or take two pain killers!

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1985

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OPEN ACCESS



Cover of Microsoft's Mi-Bouncer educational software.

More From Microsoft

New CD release from Microsoft, Mi-Bouncer, looks set to challenge everyone from the latest brain for the most hardened arcade freak. It costs £8.95 on cassette and £9.95 on disk. Other new goodies are: Star Trekler, that brings the London Planetarium into your living room (at £6.95 cassette) and £12.95 (disk).

Also, for learners, there's Here And There With The M-A-M-A, resulting children about left, right, up and down for £7.95 (tape) or £10.95 (disk), while Alibi Damsel 1989, The M-A-M-A sets out to aid learners with reading and spelling skills using various parts of English grammar for £9.95 (cassette) and £12.95 (disk).

Microsoft is on 01-622 3947.

OFF THE HOOK



Anti-sized Martin McGuinness reports back on the more interesting queries he's received on the YB4 Helpline over the past month.

There's a chance that none of you were able to get Allen Attacks' run (Keyboard Rippers, issue 7, 1984). Well, there's a simple explanation: ignored, given it's a phone screen... we forgot to print the second part of the listing — the Basic loader — without which, there's little chance of anything happening! Anyone whose term is still grasping should send me a large stamped addressed envelope and I'll be happy to send off the necessary info. Of course, don't for all the inconvenience.

A Mr Peters called in to ask whether he should buy a reset button. Well, to an extent, the answer is that is just how lazy do you want to be? After all, it doesn't take much energy-sapping effort to switch your computer on and off. Although I don't use one personally, I've tried some on odd occasions; at times, I found the Duca+1 (see Open Access, issue 6, 1984) to be among the best. That's mainly because it comes complete with an audio/digital switch (although, on reflection, perhaps it ought to — considering the £118 price-tag). However, for anyone who fancies something cheaper but just as efficient, I can recommend the total little number from AD Denty, one which will only set you back the meagre £7. For more information, ring the Denty integration and 0181 724000, after 5pm.

Gleen O'Connor contacted me, asking for help with the highly addictive game deposable Mission from DSD/100. Having lost her instruction booklet (I, she couldn't cope with the Mission Chess room.

Well, for her and anyone else who's finding it hard figuring things out, the magic advice is to try re-playing the notes that come up on screen, by moving the finger about, in ascending order. That should give you a lift or two! For more details, check out the major review elsewhere in this issue.

Quite a few of you mega-teams seem to be having a lot of difficulty loading and running programs on your PCs. Of course, it hardly needs to be said that by pressing the Shift-Func/Stop key, the first program on the tape should load and run, provided that it's written in BASIC. However, quite a few of you have found that this doesn't always work for home grown games and programs. So, instead, may I suggest you try:

PRG1 001, 101, PRG2 100, 1

That should do the trick! I use it frequently and, so far, it hasn't let me down. It has the advantage that it can be used to avoid the problems associated with changing if variables are not to be retained. But less well known is its use with disk, where the form is:

LSAD "Program name" B

Once typed in, press Shift-Func/Stop as usual and there you go!

Well, that's all there's space for this month. But remember that if you're any queries — or fairly good of information you want to pass on to other readers — don't hesitate to ring me on the B4 Helpline number. See ya next month.

Please write Martin on 01-635 3513 between 9am-5pm and 10-11pm on 4 weekdays and Thursdays only.

Chess That Isn't

MicroClassic is even to release a new game for the Commodore 64 which suffers under the somewhat misleading title of The Chess Game.

Chief programmer Peter Hootin explained, "The Chess Game will shock and delight people. Contrary to what the title suggests, the game doesn't actually play chess — it is, in fact, a brilliantly conceived arcade game. The animation is completely three-dimensional and over 750 different sprite definitions are used to define the main characteristics alone."

The Chess Game will be MicroClassic's first release under its own name (the company produced the B4 version of Hunchback for Commodore last year) and should be available in June. However, those quick off the mark and with a cash spare in their eye can go for the CD-60



An arcade-style program from MicroClassic!

discount on all orders received before launch date. Otherwise, the price tag will be £7.95. MicroClassic's Mark

McQuade will tell you more if you write to Greenfields, Priory Road, Farnham, Surrey, GU11B 5UD.

Pick Up A Five Pack!

Ross Electronics' FX2 home computer tapes are now available in convenient packs of five, retailing at £11 — inclusive prices of around £3.95 for the FX2-C12 cassettes (10-minute programs each side) and around £3.30 for the RX-C15 tapes (10-min and a half minutes per side). These cassettes have a reputation for high reliability, plus a reasonable write and read capacity.

Ross Electronics will tell you more on 01-278 6271.



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Something mega's happening to the Commodore 64's Basic ... and we're going to let you in on the ground floor! Treat your 64 to 30 new commands and save up to £2 into the bargain. Interested? You should be ...

Y64 MEGA BASIC

► We all know the Commodore's 64 is a powerful computer — it's got brilliant colours and high resolution graphics to name but two of its fine features — but is the on-based Basic good enough to put you properly in the driving seat?

Y64 MegaBasic is a little piece of machine code magic that'll remedy this situation and, as an exclusive offer to all Y64 readers, you can get most of this wondrous program on cassette at an incredible £2 off before it hits the high streets! On general sale, the book — Y64 MegaBasic for the Commodore 64 — will retail at £4.99 ... yet here and now, you can save £1 and buy it for just £3.99. Of course, if you're leaping into a sweat at the thought of typing in all that code, why not save yourself £2 and buy this 64-page book and the cassette version of Y64 MegaBasic for just £7.99.

All you have to do is fill in the coupon, enclose a cheque made out to 'Y64 MegaBasic Offer for the goods ordered', and send it off to: Y64 MegaBasic Offer, 9-11 Kensington High Street, London W8 5NP. Go on, treat yourself and your 64 — order Y64 MegaBasic today!

30 NEW COMMANDS

Y64 MegaBasic's New Commands

Basic Orders

| | |
|---------------|--|
| BACKUP | Copies most Basic-machine code programs to tape or disc. |
| DOWN | Returns the computer down. |
| END | Exits just what had error, and reexecutes 'load' programs. |
| END | Brings up a directory of a disk. |
| KILL | Turns the Mega-64 off and on, without the power switch. |
| EXIT | Switches Y64 MegaBasic off. |

Programming Aids

| | |
|-----------------|---|
| OLD | Restores a program that's just been killed. |
| PAUSE | Halts a listing temporarily. |
| RENUMBER | Alters seriously the line numbers, but the GOTOs and GOSUBs that reference those lines. |
| RESET | Causes all the Mega-64's keys to only repeat. |
| STRIP | Removes all the B/Ms from a program. |
| STRIP | Removes all unnecessary spaces from a Basic program. |

Graphics Control

| | |
|---------------|---|
| BOX | Sets the colour of the cursor. |
| BORDER | Sets the colour of the border. |
| PAPER | Sets the colour of the foreground. |
| CLS | Clears the screen. |
| CURSOR | Places the cursor anywhere on-screen. |
| HIREZ | Selects a high-resolution screen. |
| TEXT | Selects the text screen. |
| CLR | Clears the graphics screen. |
| MODE | Sets the background colour in HIREZ mode. |
| SET | Places a dot on the HIREZ screen. |
| COL | Selects the colour of set points on the HIREZ screen. |
| RESET | Resets any points on the HIREZ screen. |
| SWITCH | Flips sets a point on the HIREZ screen. |
| WAVE | Draws lines on the HIREZ screen. |
| WOBAN | Plots a line of dots on-screen. |
| WOBAN | Switches the points into a line. |

Listing Commands

| | |
|-------------|--|
| ROOM | Allows you to add commands of your own making. |
| HELP | Provides an on-screen menu of Y64 MegaBasic commands available, and the number of bytes left for you to use for your own commands. |

Y64 MEGABASIC PRIORITY ORDER FORM

| QTY | ITEM | PRICE | TOTAL |
|-------|-----------------------------|-------|-------|
| | Y64 MegaBasic book | £3.99 | |
| | Y64 MegaBasic book/cassette | £7.99 | |

I can't wait to transform my micro into a Mega-64 ... and I enclose a cheque for £..... made out to 'Y64 MegaBasic Offer'.

(Send this completed form plus a cheque for what you've ordered to: Y64 MegaBasic Offer, 9-11 Kensington High Street, London W8 5NP)

Name

Address

Postcode

Please allow 28 days for delivery.

MAGAZINE HEALTH WARNING

Using scissors to cut this coupon may prove hazardous to this issue's health. Why not use a photocopy instead?

Currah Speech 64

Speech Synthesizer

The Currah Speech 64 synthesizer and powerful amplifier uses the popular SP/8256 AL2 speech chip and has an almost infinite vocabulary. It has a text to speech interpreter for ease of speech output creation. Everything you wish to be spoken is entered in normal English, without special control codes or characters, it is therefore extremely easy to use. The voicing of the words is completely user transparent and the computer can carry on its normal running of a program while the speech chip is talking.

Speech Synthesis

The Commodore 64 speech synthesis utilizes parts of the spoken word known as allophones. These are actual sounds that go to make up speech. The SP/8256-AL2 allophone speech synthesis technique provides the ability to synthesize an almost unlimited vocabulary. Fifty-nine discrete speech sounds (allophones) and five pauses are stored in the speech chip's internal ROM.

Text to Speech

Although there are only 26 letters in the alphabet, letters have a totally different sound when used in different words. For example, the 'a' in flat is much longer and softer than in hat. When you speak you automatically make adjustments because you know how a word should sound. Not quite so easy with a computer.

The 8K byte Read Only Memory contains all the instructions necessary for the SPEECH 64 to perform all of its more advanced functions including "Key Voicing". Text to speech conversion. Operating system. Having all the software on ROM means that Speech 64 is ready to use as soon as the computer is switched on. Unlike RAM, ROM is non-volatile, it retains the information inside even when the power is turned off.

The 800 gate "semi-custom" chip was developed in close co-operation with General Instrument Microelectronics and looks after all the hardware functions ensuring that the SPEECH 64 and your computer communicate properly.

Output via the T.V.

Analogue components together perform the functions of turning the speech output from the SP/8256-AL2 into audio level signals that can be fed into the C64 for output to the TV. They filter out the undesirable low and high frequency signals in the speech output and also amplify the signal to a suitable level.

| | | | | | |
|---|---|---|---|---|---|
| C | U | R | R | A | H |
|---|---|---|---|---|---|

dk'tronics

Saffron Walden, Essex CB11 3AQ
Tel: (0799) 26263 10 lines



New Basic Commands

There are 5 new Basic Commands which control all the functions of the interface. Making the Synthesizer very easy to use. You can even choose from a high or low voice and individual allophones can be "tensored" to add character. Or use the synthesizer to create voice like special effects.

!SAY "HELLO"

The above is an example of the Syntax for entering speech into the computer and shows how simple it is to use.

The instruction book gives comprehensive details and examples of how to use the interface both from machine code and basic.

How to Order

The Currah Speech 64 costs only £29.95. You can obtain your synthesizer through any good computer store or by completing the order form and returning it to:

dk'tronics Limited, Shine Hill, Saffron Walden, Essex, CB11 3AQ by telephone quoting your Barcode or Access number. Orders normally despatched within 24 hours.

Please rush me:

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☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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| Stokes are supplied in boxes of 50 | | | |
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| 50/50-651 | £1.00 | 50/50-FS, 60 | £5.00 |
| 50/50-652 | £1.00 | 50/50-FS, 60 | £5.00 |
| | | | |

MISSIVES

Mightier Than The Sword?

In response to your article on word processors in issue 7, 1984 you appear to have got your illustrations mixed up a bit. The period *Calendar* and *Home Office* seems to be reversed. I noticed this having tried them both at some time or another!

I myself use Easyprint, which I'm pleased to see has given the best report by your readers. And must agree with you 100 per cent — it's a fantastic system to use and very, very versatile.

Donald Jeffs, Poole, Dorset
Can't find what the rest of your readers report? Perhaps there are some missed out in our review? Is.

An Open And Shut Case?

I am the proud owner of *Manege d'Arce* by Severn Software and I've been stuck for months, trying to open the wardrobe. All I get is the reply 'It seems to be stuck'.

Please, have you got any ideas on how to get past this

point as it's driving me and my family crazy. We've tried absolutely everything we can think of to get it open. Paul Aikman, Bromley, Kent
Well, it's easy really — with a little bit of help from Severn Software! First, pick up the brass key, and use it to open the wardrobe door from the outside only! Then leave it — you'll come back in later from the other side... but this time you'll be able to open the door. If you're regularly after problems with adventures, write into the 1984 Adventure Helpline. Is.

Beginner's Luck?

Please can you tell me how to relocate the character set in the CGM 84 ROM into RAM and once in RAM, how to get the pointer to point at it. I have located an early chapter in the Handbook, but cannot find out how to do it.

Also, I must take with JR Strong — *Missives*, issue 6, 1984 — because the 64 is perfectly easy to use and understand. I've only had more than two weeks, after owning a Spectrum, and I can already use the Commodore's sprite and sound

capabilities which I'm told is the hardest part.
Philip Hamilton, Bolton, Manchester

The best thing we can suggest is that you start in a copy of the *Programmer's Reference Guide* and check out pages 118-119, where you'll find a full program to do exactly what you have in mind. Of course, if any of our readers can come to Philip's aid... Is.

Codebusters!

Please could you tell me if there are any codes or routines that would enable me to have unlimited lives when I'm playing *Software Projects' Missile Miner* or any other similar arcade games.

I'd be very grateful if you print any such routines — I'm sure other 1984 readers would be interested in this.
Christopher Turner, Wilby, Essex, Essex

I've seen no routines would be interested in this.
Christopher Turner, Is.
Here's a tip... if there's anyone out there who reckons themselves as a codebuster, write to me here at *Your 64* and tell us all about it. All leading correspondence desirable and

under plain wrapper, no questions asked, etc, etc, Is.

Spectrum Minus?

After reading Mrs Holle Maynard's letter (issue 4, 1984) I thought I should put pen to paper in the 64's defence.

Mrs Maynard criticises the complexity of the 64's Basic and praises the Spectrum's simplicity. Hans Sini is obviously never had to try and load a large game into the Spectrum — it's a real bit and miss affair. You'd also be wise to underestimate yourself fairly early on in the game, just so that you could place the Spectrum in the freezer to cool down a bit before you attempt the next level!

Long live the deft *Commodore Senior*, Perth, Australia

And that's the last we'll hear on that matter... unless you want to give some reasons for liking the 64 so much. Why not back up your comments with a program you've written, or tell us how many points you've racked up in a particular game, or which peripherals you'd recommend, and so on... Is.

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Y64 TOP TEN CLASSICS

| | | | | | | |
|--|--|---|---|---|---|---|
|  Scott Cohen 8 goals (3th best) |  Andrew Clark 4 goals (9th best) |  Steve Colwell 2 goals (2nd best) | 1 INTERNATIONAL FOOTBALL COMMODORE |  James Ogilvie 16,000 |  Penny South 12,200 |  Alan Fowler 10,500 |
|  Kevin Cox 8,600 |  Jon Newman 2,387 |  Wendy Smith 2,334 | 2 GHOSTBUSTERS ACTIVISION |  Steve Broadhurst 14,000 |  Roger White 17,300 |  Billy Ford 15,000 |
|  Edoardo Bodo 194,200 |  Pete Connor 101,200 |  Frankie Matthews 119,000 | 3 DALEY THOMPSON'S DECATHLON OCEAN |  Mike Leeman 5,000 |  Steve Morgan 8,000 |  Steve Matthews 3,600 |
|  Steve Malins 1 World Records |  John Gartin 3 World Records |  David Jeffries 3 World Records | 4 BEACH HEAD US GOLD |  Roger Moorhead 24 Pieces Collected |  Frankie Matthews 19 Pieces Collected |  Stephen Cook 11 Pieces Collected |
|  Geoff Newkome 10,200 |  Mark McCollum 19,248 |  Peter Shaw 6,600 | 5 RAID OVER MOSCOW US GOLD |  John Bow 8,000 |  David Broadbent 6,200 |  John Day 2,600 |
| | | | 6 IMPOSSIBLE MISSION CBS/EPYX | | | |
| | | | 7 SUMMER GAMES QUICKSILVA/EPYX | | | |
| | | | 8 JET SET WILLY SOFTWARE PROJECTS | | | |
| | | | 9 DECATHLON ACTIVISION | | | |
| | | | 10 MANIC MINER SOFTWARE PROJECTS | | | |

Y64 TOP TEN HOT SHOTS

| | |
|--|---|
| 1 BRUCE LEE US GOLD | 6 FIGHTER PILOT DIGITAL INTEGRATION |
| 2 STAFF OF KARNATH ULTIMATE | 7 FRAK! AARDVARK |
| 3 TAPPER US GOLD | 8 COMBAT LEADER US GOLD |
| 4 BC'S QUEST FOR TIRES SOFTWARE PROJECTS | 9 TAZZI BUBBLE BUS SOFTWARE |
| 5 SPY VS SPY BEYOND SOFTWARE | 10 HUNCHBACK II OCEAN |

WHO DARES WINS!

We're on the look-out for high-scoring games players — we want to make you famous! Carry on reading if you fancy being an official Y&A games consultant ...

Once again, it's a change here at Y&A — instead of one Top 20, we've got two Top 10s, and we're going to need your help for the both of them!

It's A Classic!

You'll see in our top chart, we've listed your Top 10 all-time favourite games and, for each title, there's a photo of each of our resident top scorers. Had! Plenty of online scores you may think ... well, that's up to you. All you've got to do is knock our 194 'special guest' high scorers out of the chart to tell us your highest score with a particular game and send us a passport-sized black-and-white photo of yourself!

The games that go to make up our Top 10 classics are

compiled from your votes ... so, don't just tell us which games you're going high scores on, fill in all five of your favourites. Got that? Good.

If you're going for the high scores, you must get them verified by an independent witness (who's willing to sign the form before you send it to us). Of course, you could try and fix the chart by fiddling your scores, but it'll probably be noticed anyway. And, if you do send in one of the two highest scores, you run the risk of being invited up to the Y&A office to prove your skill.

Looking to do a fairly humiliating offer if you can't play the game properly ... it's worse than the software guides you'll be walking away with. But winning is well worth the risk ...

As you'll be elevated to the position of an official Y&A games consultant, we'll be looking to this growing body of crack games players to 'second opinion' our major games reviews in future issues.

Bubbling Under ...

You may probably notice our second chart by now ... the Y&A Top 10 New Releases. This chart will reflect not only the packages that you've just bought, but the ones you're saving up to buy over the next month, so it's open for interested to know of the games you're looking forward to being released!

Here at Y&A, you can almost feel the ripple of excitement that flies round the editorial office each time we get a package down up the chart because it's

selling so well, only to find out that it's not even available in the shops yet! This month's chart is based on the latest packages you voted for over the last four weeks — if you don't agree with it, write in and tell us.

And just to get you going, there'll be prizes of five pieces of software for the first five coupons pulled out of the Editor's Mail. Make this chart reflect what's really happening out there ... vote now!

Save £££s

Yes, that's right. Simply enter any of our selected list of the latest and greatest games software ... and we'll let you have them for 75% less than the recommended retail price! Here to page 10 for further details — now!

Y&A CHART CHALLENGE

My top five all-time favourite games are:

1 _____
2 _____
3 _____
4 _____
5 _____

(Please specify the name of the title)

My top scores are:

1 _____
2 _____
3 _____
4 _____
5 _____

The next games that I'm getting hold of are:

1 _____
2 _____
3 _____
4 _____
5 _____

Complete the coupon, photocopy it and send it to: **Y&A Chart Challenge, Year 65, 64 Rutland House, London W9 1QS.** Make sure you include a 65 p.p.s. passport photo of yourself (if you're going for the high scores).

Independent Witness

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And This is Who I Am

Name _____

Address _____

Postcode _____

Stick your photograph here if you are going for the High Scores Chart

INTERNATIONAL BASKET BALL

Commodore's newest release International Basketball looks set to knock International Football off the top of the charts. Jimmy Egerton and Patsy Page give you an exclusive sneak preview to see what all the fuss is about...

By all accounts basketball is the most played sport in the world and as such Commodore's International Basketball, available by the time you read this, looks set to be a very popular package... it's as good as it's cooked up to be!

Courting Disaster?

Before you even get a chance to strut out on-court, you've got to decide whether you're going to be playing by NBA, NCAA or international (Olympic) rules... if you don't know the various rules of basketball, check 'em out — the fit plays a mean game and if you're not aware of the rules, you're hosed.

On-court, after you've chosen your team's colour and sail through the obligatory 'rah-rah' dances, the first thing you'll notice are the chunky International Football characters playing the game. The player you control is the nearest one to the ball, but it's a simple matter to take control of other players. On-screen you see roughly half the basketball court, but the screen scrolls smoothly as you move from one side to another. Control is a bit tricky to handle to begin with, due to the odd perspective on-screen, but you soon get used to it — more difficult is actually playing the ball, which requires precise manoeuvring to be successful. Otherwise, you can run all over the court, block other players, run with the ball and make it at the basket.

There are nine levels of difficulty, but level nine is strictly for professionals only! Like International Football, you have the option to play the computer or have a two-player game.

To be critical, one of the first things that comes to mind is that there's only three players on each side, and not the standard five... which is a bit unusual when you consider the adherence to the official rules of the game of basketball. Also, there are no substitutions; in a real game of basketball, various players have particular skills — defence or attack — and the idea is to substitute tactically at various stages of the game to create advantages. It seems a shame that this aspect of the game has been thrown away.

Overall, though, the game does simulate a good game of basketball — just make sure you're using a good joystick when you're playing.

Although a realistic simulation of basketball, there are only three players on each side... rather than the five you'd expect. There are also no substitutions available — what isn't realistic enough about the players is that the game simulates real offensive and defensive skills.

You can control the colour of each player using arrows on the F4 key, allowing you to see whether you have the player you want to shoot the ball.

There are three of your opponent's players on the court, plus you have three of your own. If you're playing international rules, you can also choose to play with three players on each side, but you can't choose to play with three players on each side if you're playing NBA or NCAA rules.

At the start of the game, you have the choice of playing by NBA, NCAA or international rules. The difference between the three is that the NBA and NCAA rules allow for substitutions, while international rules do not.

When you're playing on international rules, the three players on each side are the only ones you can control. If you're playing by NBA or NCAA rules, you can also control the other two players on each side. This is done by using the F4 key to select the player you want to control.

If you're playing the computer, you'll find it a very easy game to play — it's almost impossible to miss the ball. If you're playing a two-player game, it's a bit more difficult.

There are nine levels of difficulty, but level nine is strictly for professionals only! Like International Football, you have the option to play the computer or have a two-player game.

The players are built up of very chunky graphics, similar to Commodore's International Football.

The court has the appearance of a real basketball court, with a goal at each end and a basket in the middle.

This is the basket through which the players score. In the bottom left corner of the screen, the score of the match is shown. When you're playing a two-player game, the score is shown in the bottom right corner.

When one of your team is in possession of the ball, you'll notice the player's name in the bottom left corner. The player's name is also shown in the bottom right corner when you're playing a two-player game.

The scoreboard also shows the number of shots taken by each team, the number of fouls committed by each team, and the number of rebounds. The scoreboard is located in the bottom right corner of the screen.

When your opponent is in possession of the ball, you'll notice the player's name in the bottom left corner. The player's name is also shown in the bottom right corner when you're playing a two-player game.

The ball is made to look like a real basketball, with a textured surface and a black and white design. The ball is located in the middle of the court.

There's an option to play the game on a two-player basis. If you're playing a two-player game, you'll find it a very easy game to play — it's almost impossible to miss the ball.

When one of your team is in possession of the ball, you'll notice the player's name in the bottom left corner. The player's name is also shown in the bottom right corner when you're playing a two-player game.



It's easy to see the player's name in the bottom left corner. The player's name is also shown in the bottom right corner when you're playing a two-player game.

You can change the colour of each player using arrows on the F4 key, allowing you to see whether you have the player you want to shoot the ball.

There are three of your opponent's players on the court, plus you have three of your own. If you're playing international rules, you can also choose to play with three players on each side, but you can't choose to play with three players on each side if you're playing NBA or NCAA rules.

These three players are the only ones you can control. If you're playing by NBA or NCAA rules, you can also control the other two players on each side.



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» ACTION REPLAY



Figure 1



00000000000000000000000000000000



1. *Phragmites australis* (Cav.) Trin. ex Steud.



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|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|

Our resident joystick jockies Steve Malkin and Pete Connor take a look at the latest games software for the 64.

Action Replay addicts will notice a slight change this month. Here at Y94, we're proud to welcome game guru Peter Connor to these pages. He'll provide a slightly different perspective to our regular 'view about the games' *Scene Machine*. Months of playing Commodore 64 games on your television (to things to a man's mind... so, before that happens, we're looking forward to a lot of movie time, Peter!)

Just before you jump off into the delights of *Believing in Me*, let us interest you in a quick look at what didn't quite "make it" this month. Well, first up, there's a couple of offbeat novels, both — I mention them to you

Canada it saves you as good as \$50. Landed out to destroy this wicked island. To accomplish this noble quest, you've got to pass through six rooms. To get through one room to another, you've got to collect the right pieces of the floor that are scattered around all over the place. Of course, there's a small money collection of numbers to remember. However, if you manage to pick up Excelsior, you're only become invincible, but you can simply answer, pointing up the rest of the money items.

Johnson's other offering, *Quest*, is based around the old arcade game *Berq*, and the idea is to maximize a robot's score while

travelling along a cave and pick up pieces of treasure. You can't afford to be going about too long as there's a rather nasty looking Tyrannosaurus Rex on your trail. There are 27 obstacles — such as pits, birds and so on — to negotiate, and the classic film processes that if you get to the end you 'earn' the money.

So what's the connection between these games? Well, both include winning routines that funnel about on more or less preset patterns — which means that once you've got the trick of being in the right place at the right time, your problems are solved. You end up looking a lot like one of those old-time

Allegedly, the former actor has an only son in the "haven't-we-met-before?" stakes. 1987's *Glenn* is yet another "piousness on wheels" sort of game. What is becoming, with fashionable newdelays, the best-selling new bookends now, is the *Glenn*

hops, "whistles," "rings/jumps" and "relations"—gals, what? Well, actually, *Black Stripes* is no better or worse than any of the other "let your fuker" games.... It's just that after the first half dozen, you're a little bored.

And sometimes, boyzied jettisoning, one really begins to feel annoyed. Especially with a game such as *Kingpin's Rascal Ringer*. This must be the unimpressive version of *Jet Pack Mania* listed in the 1981 official *Jet Set* book. Roger, a male named on some questionnaire and who has a gothic collectible coin crystal to collect for cash, falls all the time going up, there are the usual collection of nasties going through the motions, in mitigation, I must be said that *Rascal Ringer* is your usual sort of 'platform' game, but a sort of strutting snail's pace adventure in which you've got to avoid cars, keep scores page end to end. Sounds great, and it isn't.

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The trouble with shopping gardens is that they lack wherewithal in the trade and is kind of the old adage. You think your money and, providing you can find it, it's enough to make the right place at the right time, you are. Of course, if the other side knows what you're up to, then that's a thing you can do about it. The trouble with shopping gardens, on the other hand, is that you end up being hysterical, snapping everything in sight, wondering how you get into this in the first place.

First, *Arctonotus* can gauge where you can't see it, and position, move yourself around for maximum effectiveness and not have a lamppost at the end! The semantics of the game is often subtle: between light and darkness. On either side a number of differences are listed up in a more by-lined, and they're a lot of different strengths and weaknesses and a lot like chess pieces. The 'light forces' are made up of such classic 'goodies' as dragons, phoenixes and unicorns whilst 'Dark' forces complete with zombies, fairies, humpbacks, an octopus... Much of the grid squares are colour-coded and white as on a chess board, but the rest of the squares change through a range of colours from black to white and back again. The functions of lightness strategies on the board are not for your eyes for 'darkness' for that.

The idea of this game is to capture the first player points on the board. Another way to say, you've not only got to get there, but you've also got to finish up any extra points that happen to be there, and then all your other

Shoshita's culture like a game of Chinese checkers gives her the room for different behaviors patterns and you adjust your strategy accordingly. If you find one of your glances is already occupied by the monkey, the turtle takes a glance out with others.



1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26



CHILD IN TROUBLE 31

might happen along. As soon as an icon lands on a square that's already occupied, that's when the fun begins! The screen suddenly transforms to a close-up point view of the square with the two pieces at opposite ends. Then, depending on what powers they have, you snap, shoot, scream or chuck outsiders on the enemy's last line of defense or the opposite is the case.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

that the twinkinglings on each side — the angels and the sorcerers — can chuck magic spells around that teleport other places, bring them back from the dead or summon

But, there's a warning — this game is difficult. After a few games, you change the hang of the thing, and, with a little strategy, you can win! And the developer—Third Millennium Studios—is also really ambitious!

ONE ON ONE

AmigaSoft 15.95



Steve Having converted 8-bits to the desktop practice of Gordon football, those guys from Amiga the Atlanta team appear to

be suffering an up-to-date basketball and the opening shot is, One On One.

The game is basically a two-player basketball simulation (you against the computer or a friend) and the object is to kick the ball in the basket more often than the other chap. Fouling is treated with the request it deserves, and running into your opponent and kicking him is not allowed. The screen display shows one half of a basketball court with two players lined up in the centre, one of which has already snaffled the ball. Assuming you've got the ball, a few demonstrations of fancy footwork should get you past your opponent, giving you a clear shot at the basket. Throwing the ball is done by pressing the fire button; the longer you hold the button down the harder your shot.

★★★★



I found it useful to shoot immediately and providing you haven't moved and you hold the fire button down for long enough, two times out of three, you've scored.

Despite the fact that this critical set thought One On One was dull, it's well addictive and kept me coming back for more. Just goes to show I'm a bit of a basket case I suppose!

Pete I suppose this is the only chance Amiga has the will there to-day too close basketball. I can't say I was too successful, no matter which player I chose to try, the computer was always that little bit better. Still, it's an enjoyable and pretty classy program and, as a two-player game, should be very worthy.

SENTINEL

Spawt 19.95



Steve There are many things on which Jeff Miller and I don't see eye-to-eye. However, there's one thing that we'll both agree on.

And that's that Amiga's Star Raiders is the best game ever. Period. However, it seems that some programmers consider re-writing Star Raiders for the Amiga to be something of a holy grail. And, the latest in a long line of 'pig's snout' is Sentinel. The basic Star Raiders set up, in that the galaxy is divided up into grid sectors, in which you'll come across the mysterious alien spacecraft. The idea is to move around the sectors and blast the aliens before they break up and surround one of your star bases; star bases, by the way, are where you refuel and repair yourself after a good battle. Anyway, the whole scenario's been slavishly copied in Sentinel, except that this time the aliens aren't after your bases, but your planet, and they have star bases which you can destroy. Wow!

What no-one seems to understand is that what made Star Raiders so good wasn't the script (which to be honest was pinched from the old Star Trek strategy game anyway) but the coding. The daylight is on a hacked-up item) were superb. There hasn't been a better version of Star Raiders since the original, and that's considering Sentinel is the worst!

Pete This one's got all the ingredients of a classic 3D shoot-'em-up — terrific music, clear graphics, and you'll get a handle that as you try to get those mean Garguans. I particularly enjoyed the variety of missiles and alien ships, even if I do sometimes find it hard to locate the Gargu. The fast-paced, perhaps but still great fun.

★★



CRYPTON

Becksoft 19.95



Steve Why all the Quake-like production line is Crypton — a pair of fancy boys' shoot-'em-up. Apparently, Crypton is gritty; wakes up

one morning to find that his stack of gold is in danger of being swept by the 14 monsters... to the point where he decides to move his gold, one bar at a time to the next.

To pick up the gold you move the finger to the bottom-left of the screen where a nice shiny object appears in your mouth. Then, after a good run-up, you launch yourself into the air. Meanwhile, the 14 monsters looking suspiciously like C-3POs (the 1400s) swirl around naturally, if the ghosts get near our featured hero, you've got a stiff Crypton on your hands.

After leaving a loose country, leaving enemies and his on the way, you drop your gold into a tunnel containing poisonous water. After a few minutes, the gold bars form stepping stones to the other side of the

tunnel and once through, the background scenery changes and the whole business starts again.

Crypton is a typical Quake-like game, that is to say, the background graphics and the long-handled wipers are detailed and imaginative, and the plot is a bit thin. Basically a good old-fashioned defence-type shoot-'em-up. Not bad...

Pete Superb graphics, as usual, from Creative — clearly and beautiful, with imaginative use of backgrounds, and other effects. Creative's creativity — super-graphics — is there too. The game is a great fun to play, even if it doesn't demand too much of what life's matter I've given. Joystick control can be a little awkward.

★★★



LODE RUNNER

AmigaSoft 19.95



Pete Lode Runner's game was a huge hit in the States a couple of years ago, and should do very well now it's eventually been released.

It might look a little dated over time, but Lode Runner is a still fun-packed and frantic. The scenario is the usual load of gold — 'Garguans' (monsters) — expensive Bumping Engines — stolen a fortune — people leaving people — — but you need to bother with that. The game is very similar to those old Morris programs that did the rounds a couple of years ago, run up into-class leaders, big holes in the mountains and then collect the treasure.

However, what makes Lode Runner such a superior exponent of this genre is, even more than high speed, the huge number of scenarios: the first claims 'over 150 different scenarios and puzzles' and it's certainly not going to stagnate. Although all the scenarios are composed of bricks, ladders, ropes and

holes they're designed in a very witty way — you've got to find the same patterns repeated.

The game doesn't have superb graphics or sound, but it's very competitive, fast and it keeps you at it by the tedious simplicity of its construction. An added pleasure is that you can also — design the scenarios should you ever grow bored with the 150 the game already has to offer.

Steve The Underbitch has produced a whole class of gold-finding games of late, and this one's well up to scratch. Lode Runner is a fast and furious platform and ladder game that leaves most of its competitors standing. The coding's great, and so is the action — why can't all games be like this?

★★★★



PARTY AND THE YELLOW SUBMARINE

Donkey Kong 13, 95



Party In this game you've got the rather doubtful pleasure of controlling Party, the 'famous South Atlantic penguin'. It's in the

fishlands perhaps, but not really a super star over Party!

This is a pretty good game in the Bigger! Mario! Minus mould — even if Party looks more like an egg than a chocolate biscuit. But enough of this animal produce smooch with the game. Party is fast as a bolted hot brother. Party, who is fast in any medium means of sublimation (caviar). Yes, it's not quite as fast as the birds then goes on to tell us there are just 10 covers — but it's pretty good!

Each cover is made of bricks and filled with just the kind of items you'd expect to find in a game like this — whirling thimbles, chomping sawmen, moving barriers, hungry snakes and so on. You can't touch the walls and, to help up your strength, you have to eat lots of fish and



chips. No wonder Party's so fat! You have to beat sixteen parts of a sub to win.

It's not terribly original, but it is well done — Party and the Yellow Submarine has a difficult and high in the competitive submarine ratings.

Score To begin with Party is supposed to be a penguin — to look he looks more like a potato! Party starts in one of those ludicrous side games in which you have to manoeuvre past a number of obstacles. The annoying thing about this sort of game is that it's not brains or reflexes that count, it's just your timing. And once you've (sussed it) what everything's doing, and when you just get bored. Party and the Yellow Submarine is neither party of playability, just pretty pointless.

PSYCHEDELIA

Donkey Kong 17, 95



Psychedelia says 'Break out', and you probably will once you've fallen around with



Psychedelia for a bit. It instantly makes a change from spring games anyway!



The program — you can't really call it a game — is essentially a light synthesiser. As Jeff suggests, the best thing to do is to load it up, and use your favourite sounds in the range to test experiment.

Psychedelia has a huge range of options (you can even have fish-shaped points) enough to make it run for a long, long time. Far out, Jeff.

Score If you're ever wondered when Jeff Minus does in his spare time, this must be it! In this game you breathe your joystick in time to music, creating all sorts of fireworks on-screen. You can then play it all back while listening to some far out music. Anyway, I don't seem to go with the (See Party) unless your idea of a good time is transforming your brain into rainbow colour. I wouldn't believe

AUTOMAN

Big-Byte 13, 95



Score This is yet another of those games that's slavishly mimicking in the spiritism of an already successful TV show. Still,

Ghostbusters is very good. Automan's packaging looks OK and Big-Byte is a pretty big company — we should be on in a minute! We are not. Words cannot express how awful this game is. The plot so far is that the 'Lullaby' has planted a series of bombs in various parts of the city and you, as Automan, must go through the city collecting evidence to connect this character and defuse the bombs.

All well and good, but the game itself is terrible — you get to move a multi-line man around a mind-boggling city brimming dumb spikes. Should you have the motorcade to run into a 'bubble', you don't even die — you just sit up precious time getting recharged.

Automan is a very silly game, but for one thing — the programming is so naïve, you

spend ages trying to get on to a stairway or on to the poles that you get up and wander off! Only to be told (on-screen that you're now 'in the correct platform'). It really is that bad!

The game is attractively packaged and does have a 'timer' to tell — but, to be quite honest, it's worse than the TV series and, for me, that's serious!

Party A great disappointment. Instead of the futuristic and exciting action I was expecting, all there is is a tedious mixture of a platform game muddled up with an arcade adventure. Rusty graphics, lousy noise and a surfeit of Minus influences (hamlets, Yung-Yung symbols and the like). Automan must have been written on auto-pilot.

SEASIDE SPECIAL

Tekno 15 (Mega) 15 (Mega) 15



Score I'd like to begin by asking you a question. Do you ever feel guilty about the Earth's scarce resources and the plastic,

metal and electricity, that's gone into constructing that computer you're using? Don't you feel that you could do give it all up and join Seaside Special? Well, never fear! Seaside Special's here...

But Seaside Special, godd'n it's dumping nuclear waste into the sea, producing radioactive seaweed! Environmentally conscious Modern Rodney has decided to control all the seaweed so it's washed up on the shore and dump it as a mean nuclear bomb — No. 10, Counting Down. The trouble is, Rodney has problems. If it up, there's the guano that pains the beach. But worse, the nuclear waste has produced mutant jellyfish and crabs which nig to kill Oh, and the seaweed the tide was coming in so well! Most of the time, Rodney

stays out of trouble so long as he doesn't step in the same levels as the guano (that can only shoot horizontally) and dodges the mutants. If or Rodney gets stuck in a corner, don't panic, just get him to bang a boat of seaweed at the approaching mutant!

Seaside Special is a really diverting little run-around. The joystick control is very good, and the graphics are very pleasant...

Party Very funny and very enjoyable. The graphics are so good you could almost imagine yourself on the beach in Brighton. The action started off pretty enough, but it soon got pretty hectic as these nasty moping crabs came crawling in. And what a rare and satisfying pleasure it is to throw seaweed in the faces of the government!



© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 105–112

[illegible]

¹¹ Although this programme really occurred in the descriptions of its conditions, and the lower COO used school consultations.

[illegible]

²² "Crest" means crest and I have referred to it as Crest 2.

1000

²² *Journalist* citations detailed and search collections.

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WITCHESWITCH

Single Player \$5.95



Photo Save the soul of a misguided witch... at the same time, slapping a pretty little village from being despoiled by the laws pouring out

of a rogue volcano. That's all you have to do in this clever and graphically excellent game. The idea is to transport a pouch of magic powder to the witch's hidden workshop in the cauldron she's burning.

The game has six stages in all. You start off as a monkey and you have to finish a 30-second race. Next, you're a strange resemblance to Santa Claus, so that he'll trust you across the Black Swamp. On the way, you've got to fight off a nasty bird by kicking it with your tail. All good stuff.

You then have to pass the pouch to a wise old, hairy-greynosed, light red-haired guy by charming rabbits at them — as well as tapping over a hostile broomstick. Off the owl flies over the pond, drops, hitting snakes and avoiding the deadly clouds. Then you enter

through a forest full of nasty bugs and try to pop the powder in the witch's bowl.

Witcheswitch is an entertaining program, with lots of goodness and an excellent selection of jolly tunes. Unfortunately, it's not the hottest of games and with only six stages might not have the staying power to stick with the best.

Score Cutscene and cutscene. This one contains elements of misdeed and adventure, only it has you doing stuff things like rolling up treasure to get you across swamps and shadowing snakes at agents. Still, once I'd got over the silliness of the story, I must admit it was all appearing. At least it's imaginative. It's all too rich those days. Pretty graphics too.

PASTFINDER

Single Player \$5.95



Score This is one of those weird little games that has you passing through all sorts of surreal landscapes that sort of down the

screen at you. Your task here is to search a planet for a number of artifacts from the past.

Oh yes, there are five great puzzles — the landscape is covered with all manner of peculiar looking natives that, unfortunately, are indistinguishable from the artifacts.

So off we go! Your lovely craft is called a 'Leeper' which hops along the ground quite happily, moving from side to side and reaping in the air.

The planet's landscape is divided into sectors and it's up to you to discover which one to enter first; the levels of radiation in each sector are colour coded for easy reference. To help you in your quest, there's a choice of four weapons, two sort of shields, a scanner to prevent enemy ships forming in it and you a detector to clean off that

radiation. It's not advisable to load all three weapons at once, however, because if you happen to discover a puzzle, you'll be quite regularly you lose the lot for good! You'll soon work out which weapons operate most effectively. Overall, Pastfinder is a very nice little game, and it's quite addictive to boot!

Photo It must be the alienation of this game that made it so hard. There are obvious similarities with Jason's — hopping over walls and avoiding approaching ships — but the sharpening of the speechcraft and the collection of objects on a large playing area give Pastfinder a dose of originality that should keep you on the screen for a long time.

3D SKRAMBLE

Two-Player \$5.95



Photo Skramble fans have waited a long time for this 3D version of the hitting old arcade favourite. Unfortunately, I'm afraid they're

going to be a bit disappointed.

It's the same format as before — you still have to guide your ship through six perilous stages, dodging obstacles to reformulate dodging or destroying rocks. And the idea of adding the three-dimensional to what was previously a side-on view looks great! I mean, it's effort, however, has graphics that are only too fuzzy and a perspective that confuses rather than clarifies. Worse still, the game's far too easy. The stage where you confront a really cool-looking obstacle should be a nightmare; here, though, they look like pulsating fish eggs with nothing more to do than get pranged by your cannons. And that's the last of the fun. There's a score at the end. The enemy looks like any pathetic attempt to tell you progress. Music and colour are both

good, but this game hasn't quite got what it takes.

The 3D perspective is quite badly simulated and it's very difficult to distinguish where the enemies are in relation to you — not that it matters too much. The only thing to worry about is the lack of a point for your 'ligger points — you'll need it. Overall, a great game if it's your first foray into the arcade — otherwise, it's a little better.

Score Ah, a good old fashioned arcade game — a message from the past. 3D Skramble is a sort of mutant descendant of Jason with a wide variety of fairly things to bomb and shoot at. Games like this make you... well you don't know if it's in an arcade — the amount of blood which could slip through the fingers makes the train real

COMBAT LEADER

Single Player \$14.95



Score I'm sure you know the feeling. There you are, in command of a lumbering monster, your steadily fired lagging at the

portable control as you zero in on the next target — this machine gunner has a response to you commander's fire.

No, of course I'm not talking about our beloved Commodore-64! This description is directed solely at a tank that's the star of Combat Leader. In this war-time strategy, you're placed in command of a platoon of tanks or infantry, or both, or whatever combination you feel like.

You look off the minuscule with you stand at the bottom of the screen. If you wiggle your joystick suitably, you can order your tanks to join you at that position. Incidentally, if you thought you could cheat, and check out what the opposition are up to — tough, the enemy forces are invisible until within a 90 degree radius of one of your

tanks. Thus, your ships have to keep an eye out for tiny tanks out there hidden and then blast them — which is pretty much all you end up doing as soon as combat actually starts.

The graphics are so-so painting, but then everything's been drawn in green! The tanks look fairly unrealistic as they lurk on the screen, but it's only when they get destroyed that you're reminded of what they really look like — squashed kindred! Still it's no in-between game simulations you'll love this one!

Photo This is certainly a superior strategy game — even the novice spots is complex and intriguing. Artificial generals will get lost of pleasure from the game. What they won't get is clear graphics or sound!



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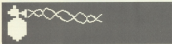
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IN CONTROL?

THE KEYPAD

1. This is the game's primary keypad.
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THE KEYPAD

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2. This keypad is used to move the character.
3. The keypad is located in the top right corner of the screen.
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When you're not in a room, the bottom half of the screen can be one of two states. Most of the time, it provides a map of the rooms you've visited and an indication of where the Atombecker is. However, you can also access your personal computer and maneuver the "wandering finger" around to make use of the facilities.

It's 3 o'clock in the morning, and a hide-out screen across toward the bedroom, followed immediately by a burst of derisive laughter. A bearded figure, hands twitching, rises unsteadily from his seat in front of a glowing VDU and staggers towards the bed, muttering "Impossible... it's impossible... utterly impossible..." before collapsing in a heap on to the bed. Strange and wonderful shapes fit across the screen as the figure falls into fitful sleep.

No, it's not another one of those late-night horror epics on the TV but a tragic case of *Impossible Missionmania*. Caused by prolonged exposure to a program released recently by CBS/Easy, this fatal addiction makes a heroin habit look like a mild attraction to *Smurfs*! You just have to look at this game and you start shaking all over with anticipation. This game really has it all... good graphics, splendid animation and — Ye Gods — it speaks.

The Plot So Far...

Imagine a cross between *Jah Set Wily*, *Encounter*, and the 20 minute computer-generated sequence from *The Last Starfighter* movie and you'll begin to get some idea of what this game is all about. Not only is the presentation superb, but the game itself demands every corner of your game-playing skill. Strategy, reflexes, endurance, and an inimitable will-to-win are just a few of the abilities you'll need to hone to peak performance if you're going to get anywhere near completing this game!

First games *Elvin Atombecker* is hell-bent on world-destruction and you, stepping into the role of Agent #125, must save us all from the Big Bang. At the beginning of the game, you are portrayed suspended in a lift above an empty shaft, ready to plunge down into *Elvin Atombecker's* underground stronghold. In a sudden burst of brilliant speech synthesis, a voice from nowhere booms out of your T9: "And another visitor! Stay awhile! Stay... forever!"

There are 34 rooms in the complex, each joined by a network of passages and air-shafts. The rooms are laid out differently each time you play the game so you'll need a good sense of direction and instant recall to keep track of which ones you've already mastered. Before you even enter a room, though, you'll be gawping at the way the figure runs around on-screen — the animation is really state-of-the-art for a micro. Even here the sound is out of this world, with footsteps ringing loudly on the empty passage adding tension to your thoughts of what's up ahead.

On The Level!

Each room, with one or two exceptions, consists of a series of platforms or levels, connected by smaller platforms that act as lifts. By standing on one of these smaller platforms and pushing the joystick forward you can rise up to the next level. Otherwise the only way to move from level to level is by jumping, and as soon as you press the fire-button you get

appears above it giving you visual indication of how long it'll take to search before its secret is given up. Of course, don't expect to find something in each object — quite often, you'll spend ages manipulating your agent around the screen to search a particular location only to be

given the 'Nothing Here' message. The worst you're looking for, by the way, is 'frustrating'!

But there's more ... well, the game does have to live up to its title. Atomzender's complex is patrolled by the most vicious robots yet seen. Short and stubby, they

patrol the levels, lasers blasting. It may sound fairly run-of-the-mill, but these robots are tricky! Some just sit there pretending to be asleep, until you turn up — and they're after you like demons. But there's quite a bit of humour in the program here — some robots, for example,

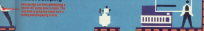
The trouble with this level of modern-day TV is that they don't realise all you're doing here — until they cut all those pesky little buttons off the sides of your TV, and then they leave your Sentry Robots protected on-screen with the sole purpose of watching themselves. It's a bit off in all kinds of ways, but they will save all their blasting time way off from the screen, allowing you the opportunity to visit in, say, a bit of a bit of memory and then pop out of the way. Others, though, just sit there waiting, any as soon as you spot them, they'll shoot at all there you're the robot that to avoid 'viewer' to realise the robot's going to protect!

SENTRY ROBOTS



Robot Jumping

One way you can avoid a Sentry Robot is by jumping over it. The robot will be looking for you, but it's not looking for you in the air.



Search Mode

In searching mode, the robot stands in front of it and goes the other way. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air.



Energy Build-Up

One way to build up energy is by jumping over a Sentry Robot. The robot will be looking for you, but it's not looking for you in the air. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air.



Hall Lifts

In some of the rooms, you'll find that the lifts are between levels. The robot will be looking for you, but it's not looking for you in the air. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air.



Ball Trapping

One way to build up energy is by jumping over a Sentry Robot. The robot will be looking for you, but it's not looking for you in the air. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air.



Platform Jumping

One way to build up energy is by jumping over a Sentry Robot. The robot will be looking for you, but it's not looking for you in the air. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air.



Robots

There are eight different levels of these metal monsters in the underground complex, and they're all pretty nasty! Some are just robots, but the more advanced ones are more like demons. The robot will be looking for you, but it's not looking for you in the air. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air.

TAG ROBOTS



Although there are many different levels of these metal monsters in the underground complex, and they're all pretty nasty! Some are just robots, but the more advanced ones are more like demons. The robot will be looking for you, but it's not looking for you in the air. It's a simple way to find out what's in the room. The robot will be looking for you, but it's not looking for you in the air.

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SCRATCHPAD

Join us this issue for the new-look Scratchpad, in which Commodore 64 supreme Jamie Clyde writes you to send in your software hints. Welcome to this month's pot-pourri of the best hints and tips around.

Calling all you red-hat'd programmers... if you've tried the long and tortuous path to programming proficiency, why not share your experiences with your fellow 664 readers?

We're not after mega-routines that solve the more major problems, rather we're on the look-out for small routines that you've found to be the most efficient way of dealing with a specific hassle. It doesn't matter if you've only got a five-line program to offer — if you think it'll be useful for other programmers, send it off now; remember, it's quality we're after, not quantity! Take a look at the routines we've included here and you'll get a good idea of what we're after; they may not look much at first glance, but when you're starting in on a large program, it's this sort of routine that saves you the bytes!

All the routines have been written to the same format — that of lines 20-50 formatted to call up the routine from the main part of the program, and lines 1000-on containing the routine itself. Obviously, it would be easier if any submissions could be in the same style; any routines published here will not only make you famous, but they'll be paid for according to their worth — we pay well, but they've got to be good!

Enough from me, though, and on to the routines themselves. And, remember, if you've got a helpful software hint you'd like to share with 664 readers, write now to Scratchpad, Your 64, 14 Rafflestone Place, London W1P 1DE. Let's be hearing from you.

Input Control

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1000 PRINT "*****";GOTO 1000
1010
1020 REM : MAIN ROUTINE :
1030 GET:IF=0 THEN GOTO 1000
1040 IF=1 THEN GOTO 1050
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1 MILLION YEARS BC!

While sophistication seems to be the watchword of many games written for the CBM 64 nowadays, Software Project's *BC's Quest For Time* and *Starquest's FRANK* are signaling a return to the thrill of the arcades. Join Steve Malone and Sue Denham as they find out if the thrill's still there.

On the face of it, we're looking at a couple of arcade games here — no frills, just pure fast-mapping, joystick-tugging arcade. Which is it so surprising when you consider the sophistication of most games marketed by the affable houses of Iain. Still, if you're into games, there's nothing to match a "wilderness" arcade thriller...but have *Flora* and *BC's Quest For Treas* got what it takes?

Fast responses can be misleading and while Atari and IBM's Questseek fairly similar — all long-precision and hairy-chaos — they are, as any seasoned joystick jockey will tell you, very different beasts.

Indeed! BO's Quest is one of those "slacking and diving" sort of games that gradually easing alone leeching out of the affections of arcade enthusiasts. *PRINCE*, on the other hand, is more of your platform-style arcade adventure, negotiating the various levels to collect assorted nick-nacks, avoiding the awkwardly positioned fireballs.

[illegible]

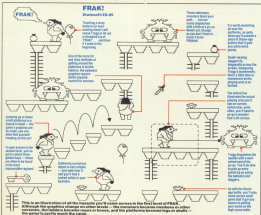
The first thing you'll notice is that both B&B and Togg (FRANK's niece) are kitted out in the di-rigour leopard-skin rug made popular by Raquel Welch in the 60s. The second thing that'll strike you is that the

graphics in both games have a distinctly cartoonish quality about them. This isn't altogether surprising in the case of DC's *Quest* as our hero is, in fact, the star of a Johnny Hart comic strip that appears in a well-known London newspaper (I forgot which one). Having said that, let's have a swift round of applause for the programmers as the game's character closely embodies the hero of the comic strip.

FRANK, on the other hand, looks very much like an animated cartoon—the graphics make great use of subtle primary colour (the sort of thing you'll find in M. M. Scott's work). No complaints here, but the sprites in FRANK (Togg and the others) are fully separated and take up a pretty proportion of the available screen (which as the background remains a fairly boring old black or white is probably just as well).

Abstract

However, there are similarly arduous, in *MC is Quest*, a gentle push on the joystick lets MC fly through the air with the greatest of ease and it's just as easy to pull back to make him duck. Unfortunately, it's not like that in *FFIX*. To get over old running trials to jump across the gaps between the platforms, you really have to tug at the stick or the timing for landing and... **PRAX!** It really gets quite tiring after a while.



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There was a time when joysticks were a rarity ... now, it seems that most commercial packages expect you to own at least one! The Y64 play-test team — Teresa Maughan, Craig Rawstron and Martin McGuinness — set to work to find out which was the best joystick for particular applications. Check it out ...

JOYSTICK JURY

In the dark old days of computing, games packages came complete with the standard instructions for play — four keys defined to move you around and one to operate your lasers. Then, as the games got fast and furious, it became all-important for 'various' arcade players to sport a joystick. And, as flight simulators came into vogue, use of a joystick not only became 'respectable', but a necessity!

It's A Stick-Up!

Based on a fairly simple potentiometer circuit, joysticks evolved into a more sophisticated device until nowadays, you'd expect to be able to move diagonally and have an auto-fire facility. But, with so many joysticks available on the market, which one should you choose ... especially when you've got the sneaking suspicion that some will work with some packages a lot better than the rest!

Pumping for three very different packages, the Y64 play-test team set out to test the 'sticks' exhaustively with each one. The comments were written immediately after each test, so the reactions were honest and a smile (or an frown) was given for the joystick's overall performance with that particular package. Lastly, each of the team was asked to give the joystick a rating of '101' or '1025'.

Obviously, a test such as this can't truly be definitive ... and, to be certain, it's up to you to look out these joysticks and test them for yourself. If there's one thing we have found, though, it's that each joystick suits not only different applications, but different people as well!

And The Rest

Other respondents, though, show other joysticks you might like to look out for in your joystick 'garage'. These are the **Winbond Stick** (£19.95), the **Intercept 128** (£9.95 from Computer Marketing Ltd, 01-403-4700), the **Autostar Challenger** (£9.95), the **Red Stick** (£15.95 from CDS Tel, 0432 510013), the **Commodore** (£13.95) and the **Day's Model** (£17.95).

The final fact, which is for a new member club from Microsoft, that is destined to tell the market at a free £95. Designated the **MSD**, we'll have news of this too as soon as it's completed. You could also check out Sunstar (Tel: 0302 601008) who supply a wide range of joysticks.



Pressing judgement about which joystick is best, our joystick jurors are Martin McGuinness, Teresa Maughan and Craig Rawstron.

It's a 'keyboard' that might I inferred from a mid-afternoon (on another home computer!). But, having play-tested my way through this little lot, I'm convinced ... I need a joystick!

This one thing I have learned from all those that it's very difficult to choose (and test) joysticks to suit a number of applications. For instance, the Joy-Sensor is hardly ideal for a 'shoot-em-up' game but when it comes to a sport of artistic expression, it really comes into its own.

The joystick I thought the most of was the Red Ball and the Sunstar I, which gave just enough amount of control and speed of response. As for the supposed 'enhancement' of the original, such as the Commodore II and the Sunstar II, I'm afraid you're in for a disappointment.

Games like *Demolition* and *Zaxxon* require a good grip on the base and a very 'stiff' action, as look out for the shape of the joystick. Have a look and check the corners of the bottom actually stick, as with 'bushy' things to watch for is whether you can easily move around on-screen — a number of the joysticks tested moved you diagonally if you weren't careful! ... and that last remark you've lost a life!

In a last note, it may not have merited your attention, but many of the newer games for the 64 don't include a keyboard option ... so one of these fine days, you might have to make do with the best way to get out there in the high alien ships and search for yourself!

Craig Rawstron
Before I started this review, like most people I thought that a joystick was just a joystick. I assumed they came in all shapes and sizes — but as long as you could play a game at the first place, surely any type would do! Well, after talking with *Demolition* and *Zaxxon* (and with *Demolition*), I soon found that a good joystick really does make a difference.

Although *Demolition* requires a steady and action, if a game that can take a lot of joystick action — flexibility and good response are just two features that I'll be looking for. For me, *Demolition* and *Demolition* I tested it out for first place, but the first when I saw it, *Zaxxon*, on the other hand, it was a real movement — and I was looking for a smooth feeling joystick to be the best. The first when I saw it, the first, but again it was *Demolition* I that tested the others.

Finally, all the joysticks were put to the ultimate test — working with *Demolition*. It's a really easy program to use anyway, but, after clearing all sorts of designs, I noticed that the *Red Ball* and *Red Ball* were put to the ultimate test — working with *Demolition*. It's a really easy program to use anyway, but, after clearing all sorts of designs, I noticed that the *Red Ball* and *Red Ball* were put to the ultimate test — working with *Demolition*.

was the best of the bunch.

Overall, I'd recommend The Best and *Demolition* for anyone who wants a multi-purpose joystick. **Martin McGuinness**

The best joystick to choose depends very much on whether you're a 'shoot-em-up' fan or a 'bushy' fan. (I'm a 'shoot-em-up' fan!) If you're looking for a joystick that performs relatively well over a range of situations, then my money's on *Demolition*. The *Red Ball* and *Demolition* are the best of the lot.

The Joy-Sensor was the only unconventional joystick tested, so far as *Demolition* was concerned, it was useful. However, it really came into its own with the graphics package *Demolition* for artistic work, you'll find it's a really good.

In general, most of the joystick's we've looked at performed reasonably well with *Demolition*, but the *Red Ball* definitely stood out from the crowd — it's flexible and allowed effective control, which you may find it more difficult for yourself, the Commodore II 21 and *Autostar* joysticks are best avoided.

Perhaps, what surprised the most was how important it is to use the right joystick with a particular package ... it's worth waiting until what you're using a joystick for before played with your best-earned cash. **Teresa Maughan**

Y64 JOYSTICK DATACARD

| Joystick | Price | Address |
|---------------------|--------|---|
| Sunstar I | £8.95 | Spencer Street, 185 North Road, Wrexham. |
| Sunstar II | £10.95 | Sunray Street, Wrexham. Tel: 01-222 0181 |
| Sunstar I | £8.95 | Holmes, 200 Great Street, Wrexham, Wrexham. Tel: 01-222 0181 |
| Commodore II 21 | £7.95 | Commodore, 1 Hunter Road, Wrexham, Wrexham. Tel: 01-222 0181 |
| Red Ball | £29.50 | Waco, Computer Games Ltd, 101, House, Golding Hill, Loughran, Essex. Tel: 01-408 1000 |
| The Best | £15.95 | Compass Ltd, 1 Singer Way, Compass, Bedford MK43 7PAW. Tel: 05234 85655 |
| Autostar Challenger | £9.95 | Autostar, Consumer Electronics, Fallowood, Manchester M10 0NS. |
| Competition | £10.95 | Play-A-Play (Although you can buy this joystick in the high street shops, we couldn't find an address for Play-A-Play anywhere ... can anyone out there come to our aid?) |

BACK ISSUES



ISSUE 5

- Lightners — How they work.
- Are graphics art packages painting by numbers?
- Y64 machine code utility



ISSUE 6

- Commodore's Music Maker
- Ghostbusters — the game
- We put Commodore's Plus/II and II+ on the bench



ISSUE 7

- Megagame — Road Over Moscow
- Wordprocessors — Six of the best!
- Jeff Heister speaks out!



ISSUE 8

- Staff of Kermath — all mapped out!
- Megagame — Russian Bungeing Ship
- Free listing — 383 Made

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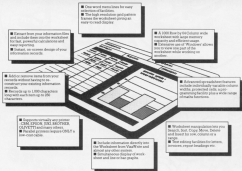
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Writing your own games can be a real pain the neck, except when all the hard work's done for you by a games designer package. Microsoft's Games Creator is just such a package, offering three specimen games — Bomber's platform and ladder game, Hunt Harry (a detective football) and Grease (a 3D maze) — and a host of options you can use to create your own arcade masterpiece.

In fact, Games Creator could be said to free the programming spirit, so that you can apply your full creative powers to the actual design of your own original game. And this is where the competition comes in. Microsoft is very confident that you'll be able to put a couple of games together in a matter of minutes... what the company really wants to see is a brief original invention.

The most original game, displaying imagination to the full, will win the bumper first prize, and there'll be ten runners-up. But the good news is that all entries for the competition will be considered for publication by Microsoft... and that it's not only put you into the programmer's book of Who's Who, but it'll also keep your green credit Eurodollar for a good while!

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The first prize — for the most inventive, imaginative game,



designed with Microsoft's Games Creator — will win a fat cheque for £1,000 and, obviously, the best chance of having the game published. Ten runners-up will each receive £25 worth of Microsoft software and, of course, have their creations considered for publication. (Publication of games will be according to Microsoft's standard quality levels — what can't be said!)

All you have to do is fill in the coupon below and send it, complete with your games program on cassette or disk, if you're made of money! to Microsoft Competition, Four 64, 14 Raffleway Place, London W1P 12E. All entries must be received by June 30, 1985, which should give you enough time to get the creative juices flowing.

Judging the games' programs will be the Microsoft program development team, in conjunction with David and Richard Darling (authors of Games Creator), and our esteemed PR editor, in the weeks following the closing date. Prizes will be awarded at

an official presentation ceremony, to be organised nearer the date of the announcement of the winners.

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• Entries for the Microsoft competition must be post-dated

• The Editor's decision is final and no correspondence will be entered into regarding the result of the competition.

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Magazine Health Warning: If you're worried about using computers on site, don't take a phorbary holiday...

WIN £1000!

YOUR 64 PRESENTS

The Scribe

◆ A D-I-Y ADVENTURE DESIGNER ◆

Creating your own adventure scenarios isn't as difficult as you might think . . . especially when you're using Dougie Bern's adventure writer. All you need is a Commodore 64 and a vivid imagination . . .

It must be everyone's secret ambition to write their own adventure program, but there's a very good reason why few people do . . . and that's the time involved. Starting from scratch, it could take up to a month to sort out, and even then you've got the painful task of debugging the game before it's fit for human consumption.

Then, of course, there's always the moment when your friends manage to crack the adventure wide open . . . and you're left with a has-been, destined to sit on the shelf until you can think of something more useful to do with the cassette. Wouldn't it be better if there was a simple way of changing the data in an adventure program so that you could vary the scenario, or even change it completely? Welcome to *The Scribe*!

The technique employed here is to split an adventure into two separate sections

of code — an interpreter program and a data base. The interpreter program controls the manipulation of the data you've specified in the database; the database can be modified so to create your own locations and events.

DIY Adventures!

In *The Scribe*, we'll be giving you the complete interpreter program along with an example adventure in the next issue of 64 for you to play through. As you type in each section of the program, there'll be a line-by-line analysis of how the interpreter accesses the data and how to manipulate the living existence so that you can construct your own adventure once you've understood the principles involved.

The adventure detailed in our next issue is intended to surprise — there'll be a map provided that'll tell you exactly what to do. The real adventure for you will be

understanding how the program works and then using your new-found knowledge to create your own adventure, once you've got the hang of *The Scribe*. You might like to get your adventures in space, jungle, and so on. Just think, though, as soon as you've sorted the program out, you'll only have your own imagination to hold you back!

The best way to tackle *The Scribe* is to type in each section of the program . . . and then read the analysis. Then, once you think you know what's going on, head on to the next bit. That way, you won't get bored typing it all in at once . . . and when you run the program, you'll know exactly what to expect and what to modify to create your own adventure. And then, once you've tested it on your mates and they crash it first time, you'll know what to do, won't you — make it more difficult in another minute!

THE MAIN CONTROL LOOP

The code in lines 100-140 comprises the main control routine for the interpreter, providing direction for the overall program flow. This is by far the most important section of *The Scribe* and you'd be well advised to have a close look at the accompanying flow diagram to help you sort out what's going on.

```
100 GOSUB 1000:REM SET UP ADVENTURE DATA
```

Line 100 This directs program flow to set up the data in the adventure database at line 1000.

```
1000 ON=1 GOTO 1010  
1005 PRINT "L"  
1010 GOTO 1040  
DESCRIPTION
```

Lines 100-1010 Set up the routine tables EX and GY, and call the routine to print the description of the current location.

```
1020 COPY=1:REM CHECK STATUS  
1030 COPY=STATUS:GOTO 1040  
1035 GOTO 1060  
% PRG:0  
1050 IF TRUE=0 THEN 1020
```

Lines 1020-1050 These lines scan the STATUS table to see if any of the entries match the current conditions (location, objects carried and so on). Each entry in the STATUS table is copied into COPY and the position routine at line 1060 is called. This procedure is continued until either one of the entries in the Decision table is fulfilled or the end of the STATUS table is reached.

```
1060 COPY=STATUS:GOTO 1030  
1070 GOTO 1080  
1080 FLAG=0:REM CARRY OUT ACTION REQUIRED
```

Lines 1060-1080 Copy the action codes from the STATUS table to the last entry, which is always the action codes and then call the subroutines at line 1090 to perform any actions.

```
1090 ON LINE GOTO 1095, 1096, 1098, 1099
```

Line 1090 Jumps to lines 1095, 1096 or 1098, depending on which actions were specified.

The Scribe

```

1000 80000 7000      FROM SET SET (C
FROM: FROM FIVE(THREE)
1000 80000 7000      FROM DECODE THE
DECODED
1000 IF 81766667 THEN FOR EVER BUT AM C
OUT 80000 80000 T. MOVING BACK. 100000 8000

```

Lines 1808-1875: Call the 'input' and 'decode' routines, and check for a null input (in this example, based on 0).

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

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[illegible]

Link 1000-1100 (Scroll through the Connections table — LOCATE — to the location/giveaway menu in. If a match is found, the program moves the player to the new location, otherwise, a jump is made to the Action table last in the trail.)

```

1100 COPY=1
1150 GOON= 1999      FROM WATCH INPUT
TO ENTERED IN THE EVENT TABLE
1100 ON LINE 6025 1919,1920,1170

```

Lines 1140-1160 Call the routine to scan the [VINT] table, matching the input to the entries it finds there. Control is then transferred to lines 1070-1090 or 1170 via line 1140. If a match is found, program flow is directed to line 1170.

1170 0000 1000 1000 TEST CONDIT
000 0000 0000 0000

Line 1770 Tests the condition codes from the entry in the [R0/R1]-table (if it was already matched on with the last entry).

IF IT IS TRUE-8 THEN LINE 1400 ALL THE CO
BUTONS FULLLED

1 June 1975 Reports could include a forecast or could be requests. (Revised by the NWSN/NOAA from June 1974)

```

1100 GOTO 1000000 IF ANY ACTION R
1101 END
1102 CHPT
1103 ON LINE GOTO 1000,1000,1000,1000,11
1104 IF CONTINUED ON RESULT OF ACTION(1)

```

Line 1100-1199 Enter any savings and transfer credit(s) for the individual taxpayer (see line 1100).

```

1010 PRINT "PRINT WOULD YOU LIKE ANOTHER
R CARD?"
1020 GET A$ IF A$="N" THEN 1030
1030 IF A$="Y" THEN 1010
1040 FOR H=1 TO THREE:FOR C=1:COUNT:G=1
NEXT H
1050 FOR H=1 TO THREE:FOR C=1:COUNT:G=1
NEXT H
1060 LCL=1
1070 GOTO 1040

```

Lines 1770-1780 Re-initialize the program, and jump back to the start of the loop at line 1740

TEST STATUS

This routine scans through GCPYS (which is more or less a copy of the current entry in STATUS or EVENTS) and tests whether or not all the conditions in that entry are fulfilled. If any of the conditions aren't met, the variable TRUE is set to zero and the subsequent return is to the main controller.

1999年 11月 15日
 1999年 11月 15日

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

```

IF IF HIGHCOPY,POS,1000 THEN TRUE=
-1000000

```

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[illegible]

Lines 1348-1350 Copy each condition code and its parameters into C:\DC and C:\DCL

圖書分類：G4-1(2) 國民教育 144.000, 144.000, 144.000, 144.000, 144.000, 144.000, 144.000

Line 1280 Calls out the conditions for the use of the *if* statement.

```

1270 IF TRUE THEN P33=P33+1+NOTO 1280
1280 CPIN(PIN)
1290 RETURN

```

Lines 1100-1200 If the condition is not fulfilled, the system sends program flow back to the main loop. Otherwise, the system jumps back to line 1100 and sets reading test for the next condition.

```

1440 TRUE = CORR(LCL) RETURN
1410 TRUE = CORR(CORR(LCL, (00 00) / CORR) =
1411) RETURN
1440 TRUE = CORR(CORR(LCL AND CORR(CORR
1441) RETURN
1430 TRUE = CORR(CORR) = 1 RETURN
1440 TRUE = CORR(CORR) = 000 RETURN
1450 TRUE = CORR(CORR) = 0 RETURN
1430 TRUE = CORR(CORR) = 1 RETURN

```

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INPUT CODE MATCHING

The 'input code matching' subroutine scans through the EVENTS table, trying to match the codes K1Y8 and K2Y8 with the codes at the start of each entry. If the codes match up, the rest of the entry is copied into CIPY8 and the subroutine returns to the main control loop.

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1. 2000年12月15日，某市发生一起重大交通事故，造成多人伤亡。事故发生后，市政府立即启动应急预案，组织相关部门进行调查处理。在调查过程中，发现事故原因复杂，涉及多个环节。市政府要求相关部门密切配合，尽快查明事故原因，并采取措施防止类似事故再次发生。

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```
1040 C10=ASC(MID$(CPLY,P30,1))-64
1050 IF MID$(CPLY,P30+1,1)=CHR$(C10) THEN GOTO 1070
1060 C20=VAL(MID$(CPLY,P30+1,1))
```

Lines 1040-1060 Get the action code, check to see if there's a parameter attached, if there is, goto.

```
1070 L100=0
1075 REM PRINT
1080 G4=C10:G5000=G500:J5000=J500:J5000=J500:J5000=J500
1090 J5000=J500:J5000=J500:J5000=J500:J5000=J500
1100 IF C100<11 THEN GOTO 1095
1110 G4=C10:G5000=G500:J5000=J500:J5000=J500:J5000=J500
1120 J5000=J500:J5000=J500:J5000=J500:J5000=J500
```

Lines 1070-1080 Carry out the action given by the action code and the parameters (if any).

```
1130 IF L100<10 THEN RETURN
1140 P30=P30+1
1150 GOTO 1075
```

Lines 1130-1150 If the actions are completed, program flow returns; otherwise, it loops back and gets the next action code.

DECODING THE INPUT

The 'decode' routine takes the string CNAME from the 'input' routine at line 2200 and matches the words entered (if possible) with the words already listed in the dictionary (DICTN). If a match is found, variable C1Y5 and C2Y5 are set to the codes found in the first two characters of the entry for each word in DICTN.

```
2010 P30=0
2020 C1Y5=CHR$(127)+CHR$(0)
```

Lines 2010-2020 Initialize the routine.

```
2030 P30=P30+1
2040 IF P30=LEN(CNAME) THEN RETURN
```

Lines 2030-2040 Increment the character pointer and check if the end of the input string (CNAME) has been reached.

```
2050 IF MID$(CNAME,P30,1)=CHR$(0) THEN GOTO 2090
2060 J5000=J500:J5000=J500:J5000=J500:J5000=J500
2070 IF MID$(CNAME,P30+1,1)=CHR$(1) THEN GOTO 2090
```

Lines 2050-2080 Check for any spaces between the words in CNAME.

```
2090 LET MID$(MID$(CNAME,P30,4))
2100 P30=P30+3
2110 FOR N41 TO 4000
2120 IF MID$(MID$(DICTN,N41,4))=MID$(CNAME,P30,4) THEN G1=0
2130 NEXT N
2140 GOTO 2030
```

Lines 2090-2110 Test four characters in CNAME from the pointer P30. The routine then scans through the dictionary (DICTN) to see if a match can be found for the words entered by the adventurer. If a match is found, then program flow continues at line 2120; otherwise, it loops back to line 2050 and tries to match the next four characters in CNAME against the input word.

```
2150 IF G1=CHR$(0) THEN LET C1Y5=MID$(CNAME,P30,1)+CHR$(0)
2160 GOTO 2030
```

```
2170 KEY=HIGH(ICHAR(N5,1,0))
2180 RETURN
```

Lines 2170-2180 Assign the code found in C1Y5; if this has already been found then the code is assigned to C2Y5. Once this has been completed, program flow is directed back to the main control loop.

INPUT COMMAND

This subroutine waits for a key to be pressed on the keyboard; once it's detected a keypress, it waits for the Return key to be hit as an indication that the input is over. Once the full message has been received, program flow is returned to the main control loop; if a null string is entered, the subroutine waits for you to enter something sensible.

```
2210 LET CNAME=INPUTPRINT "":G1=0
```

Line 2210 Reads the input string (CNAME).

```
2220 GET N41:IF N41=CHR$(13) THEN GOTO 2230
```

Line 2220 Waits for the keyboard to be pressed.

```
2230 IF N41=CHR$(13) THEN GOTO 2240
```

Line 2230 Tests for the Return key being pressed.

```
2240 PRINT N41
2250 LET CNAME=CNAME+N41:IF N41=CHR$(13) THEN CNAME=CNAME+CHR$(0)
2260 IF LEN(CNAME)>40 THEN PRINT "TOO LONG"
2270 GOTO 2210
```

Lines 2240-2270 Print the character that's been input from the keyboard on-screen, and add it to CNAME. The routine then returns and waits for another keypress.

```
2280 IF CNAME="" THEN GOTO 2290
```

Line 2280 Tests for a null entry, or one that's full of spaces.

```
2290 IF MID$(CNAME,1,1)=CHR$(0) THEN CNAME=MID$(CNAME,2,LEN(CNAME))
```

Line 2290 Removes any leading spaces from CNAME.

```
2300 LET CNAME=CHR$(0)+CNAME+CHR$(0)+CHR$(0)+CHR$(0)
2310 PRINT CNAME
```

Lines 2300-2310 Decrement the counter and return to the main control loop.

LOCATION DESCRIPTIONS

The 'location description' subroutine is called whenever an adventurer moves into a new location or when the 'LOOK' command is used. First off, the routine tests if there is any light (if FLAG1 is equal to one) — if there is, then the description is printed; if the location is in darkness a check is made to see if you've got the torch lit.

```
2400 IF FLAG1=0 THEN GOTO 2440
```

Line 2400 The variable FLAG1 is set if the location is dark; otherwise a light is already in the program jumps to line 2440.

```
2410 COUNT1=COUNT1+1:COUNT2=COUNT2+1
```

Line 2410 Increments a counter.

```
2420 IF FLAG2=0 THEN GOTO 2430
```



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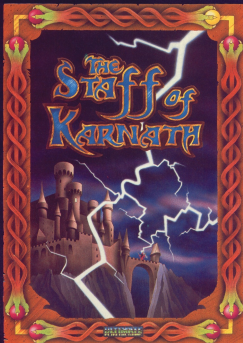
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Line 1000 If the program has reached this line, then the current location is `done` — *Yes, this is where you're checked out to see if you've had the treatment or not* — *end of the loop*

```

2400 COUNT=COUNT(5)+COUNT(5)+4
2410 PRINT:PRINT:GOTO 2000
END

```

Using [F4] to [F12] Secretment is limited — a message is printed up on screen and the program returns to the main control loop.

STATION OF MONITORING: 5-11 TOWN OF ALBANY

Line 7445 Checks to see if the location has been visited before, and jumps to either line 7450 if this is your first time there (or line 7455 if you're just passing through again).

2426 OH LCL CORNEN 2500, 2522, 2542, 2562, 2582, 2602, 2622, 2642, 2662

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CARRY OUT ACTIONS

Depending on the value of CIDE at lines 1080-1090, program flow is directed to the 'action' routine. Each section of the code performs one of the actions you'll find detailed in the Condition Action codes table, where CIDE is the action code and CSD4 is the parameter 'val'.

[illegible]

Lines 2400-24 04 (Labels A) Print one or three text messages at lines 2400 to 24 04, depending on the value of CTCR. For example, if CTCR is equal to five, the message at line 2404 is printed.

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Line 110: *Notation* Please use the "C" notation, and then column letter.

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[illegible]

Notes: 20-60 (Maximum 2) Starts: One position: LBNL for transfer programs from those banks
for other major credit institutions: LBNL and Bank of China

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Line 1900 (Action 2) Sets the pointer **LINE** to make the main control loop continue at line 1900 from line 1900.

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Line 3440 (Action: E) Resets the VSTC flag for the current location and makes the program jump to the main control routine at line 1048 (see line 1040).

```

$700 FOR I=1 TO THREE
$702 IF DECISION THEN STOP
$704 NEXT I
$706 PRINTPRINT "YOU AREN'T COUNTING SA-
THEM!" : GOTO 10 RETURN
$708 PRINTPRINT "YOU ARE COUNTING-" : PR-
INT
$710 FOR I=1 TO THREE
$712 IF DECISION THEN PRINT " : CORRECT-
ING"
$714 NEXT I
$716 GOTO 10 RETURN

```

Uses (EPM-EPIE (Action F)) Comprises a list of the objects to you're sampling; a measure is selected on a scale of national significance, based

B374 LCL-CODE:RETURN

Line STDS displays the standard deviation of the observed location of the i th observation.

```

2740 IF NODS=-5 THEN PRINT PRINT 'SORRY 5
DEL, Y' CAN'T CARRY ANY MORE.' LINE=11RET
TURN
2740 IF DEL/CASE=-5 THEN PRINT PRINT 'YO
U'S GOT IT ALREADY 5555.' LINE=11RETURN
2740 DEL /CASE=-5
2740 NODS=NODS+1

```

Lines 2385-2388 (Action 4) Flyte again retreats (2385) or grins up at (2386) the other character.

```

STOP IF OBJ(CODE)=1 THEN PRINT "YOU ARE  

NOT GET "OBJECTIONCODE"LINE INFORMATION  

STOP OBJ(CODE)=1,1,  

STOP OBJ(CODE)=1  

STOP RETURN

```

Limit: 1750-2750 (includes) Drop the oldest (C250) if you're carrying it otherwise a message is posted.

***** SET BULK CODE 1-1-1 *****

Line 30: *Journal of Data Mining (2004) 15: 115-129* | *Management Science* 51(1)

```

0000 IF DELCODE=11 THEN GOTO 0001-0
0000 DEL CODE=0
0000 RETURN

```

Lines: 1909-2004 (Action 4) Create and remove custom objects from the menu, depending on user actions.

[illegible]



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